IN THE CLAIMS:

Please cancel claims 1, 15-22 and 36-42 without prejudice or disclaimer.

Please amend the claims as follows.

2. (Twice Amended) A game system having, in a related fashion, a game apparatus having game program storage means storing a game program, processing means for executing the game program, and display means to display an image based on the result of processing by the processing means, comprising:

a housing to be held by a player; and

change-state detecting means related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein said game program storage means stores game space data including image data to display a space for game play, and a display control program causes said display means to display a game space based on the game space data;

a simulation program provides simulation based on an output of said change-state detecting means such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;

said change-state detecting means is to detect, as said at least one change amount and change direction, at least one of an amount and a direction of a tilt applied to said housing, and

said simulation program provides simulation related to the at least one of an amount and a direction of a tilt applied to said housing such that the game space is put into a tilted state.

3. (Twice Amended) A game system having, in a related fashion, a game apparatus having game program storage means storing a game program, processing means for executing the game program, and display means to display an image based on the result of processing by the processing means, comprising:

a housing to be held by a player; and

change-state detecting means related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein said game program storage means stores game space data including image data to display a space for game play, and a display control program causes said display means to display a game space based on the game space data;

a simulation program provides simulation based on an output of said change-state detecting means such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;

said change-state detecting means detects, as said at least one change amount and change direction, at least one of an amount and a direction of a movement applied to said housing, and

said simulation program provides simulation related to the at least one of an amount and a direction of a movement applied to said housing such that the game space is put into a tilted state.

4. (Twice Amended) A game system having, in a related fashion, a game apparatus having game program storage means storing a game program, processing means for executing the game program, and display means to display an image based on the result of processing by the processing means, comprising:

a housing to be held by a player; and

change-state detecting means related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein said game program storage means stores game space data including image data to display a space for game play, and a display control program causes said display means to display a game space based on the game space data;

a simulation program provides simulation based on an output of said change-state detecting means such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;

said change-state detecting means detects, as said at least one change amount and change direction, at least one of an amount and a direction of an impact applied to said housing, and

said simulation program provides simulation related to the at least one of an amount and a direction of an impact applied to said housing such that the game space is put into a tilted state.

5. (Thrice Amended) A game system according to claim 2, wherein said change-state detecting means is for detecting both of said amount and direction of a change applied to said housing, and

said simulation program provides simulation related to the both of an amount and a direction of an impact applied to said housing such that the game space is put into a tilted state.

6. (Twice Amended) A game system according to claim 2, wherein said housing is a housing of said game apparatus, and

said game apparatus being a portable game apparatus having said display means provided integrally on one main surface of said housing.

9. (Twice Amended) A game system according to claim 2, wherein said game program storage means includes a character data storage section to display a moving character movable on the game space, and

said game program storage means including a character control program to read out a moving character stored in said character data storage section and enable control related to at least one of a change amount and a change direction

applied to said housing based on an output of said change-state detecting means such that a display state of the moving character changes.

10. (Twice Amended) A game system according to claim 2, wherein said game program storage means further includes a non-player character data storage section to display a non-player character to make a first action on the game space according to a predetermined program irrespectively of an operation by the player, and

said simulation program providing control such that the non-player character makes a first action previously determined by a program when any of change states in amount and direction is not detected by said change-state detecting means, and such that the non-player character makes in addition to the first action a second action related to at least one of an amount and a direction of a change based on an output of said change-state detecting means when at least one of the change states in amount and direction is detected by said change-state detecting means.

11. (Twice Amended) A game system according to claim 2, wherein said game program storage means includes a character data storage section to display a moving character movable on the game space,

the game space data including data to display a particular area defined such that, when the moving character moves on the game space, the moving character is different in action from that in another area,

said simulation program controlling a display state of the moving character related to the at least one of an amount and a direction of a change applied to said housing based on an output of said change-state detecting means, and display-controlling, when the moving character moves on the game space, the moving character being different in action from that in another area.

12. (Twice Amended) A game system according to claim 2, wherein the game space data includes space data to display a greater game space than a display area to be displayed by said display means,

the display control program including data to display on said display means image data of a part of the game space existing in a range of the display area of the game space, and

said simulation program simulating a state of only the game space existing in the display area based on the at least one of an amount and a direction of a change in an output of said change-state detecting means.

13. (Twice Amended) A game system according to claim 2, wherein said change-state detecting means detects as a change amount a moving amount of said housing and as a change direction a moving direction,

the game space data including space data to display a game space greater than a display area of said display means, and

the display control program displaying on said display means a space area of a part of a game space corresponding to the display area, and gradually moving the display area of the game space in the moving direction by an area corresponding to the moving amount according to a movement of said housing.

14. (Amended) A game system according to claim 2, wherein said game apparatus has operating means to be operated by a player on one main surface of said housing, and

said simulation program changing a state of the game space in a manner of simulation based on a detection output of said change-state detecting means and an operating state of said operating means.

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23. (Amended) A game system comprising:

a game apparatus having a game program memory storing a game program and game space data including image data to display a space for game play;

a processor for executing the game program;

a display to display an image based on a result of execution by the processor;

a housing to be held by a player; and

a change-state detector related to said housing for detecting at least one of

an amount and a direction of a change applied to said housing,

wherein a display control program causes said display to display a game space based on the game space data;

a simulation program provides simulation based on an output of said change-state detector such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;

said change-state detector detects, as said at least one change amount and change direction, at least one of an amount and a direction of a tilt applied to said housing, and

said simulation program simulates the game space in a manner related to the at least one of an amount and a direction of a tilt applied to said housing such that the game space is put into a tilted state.

24. (Amended) A game system comprising:

a game apparatus having a game program memory storing a game program and game space data including image data to display a space for game play;

a processor for executing the game program;

a display to display an image based on a result of execution by the processor;

a housing to be held by a player; and

a change-state detector related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein a display control program causes said display to display a game space based on the game space data;

a simulation program provides simulation based on an output of said change-state detector such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;

said change-state detector detects, as said at least one change amount and change direction, at least one of an amount and a direction of a movement applied to said housing, and

said simulation program simulates the game space in a manner related to the at least one of an amount and a direction of a movement applied to said housing such that the game space is put into a tilted state.

25. (Amended) A game system comprising:

a game apparatus having a game program memory storing a game program and game space data including image data to display a space for game play;

a processor for executing the game program;

a display to display an image based on a result of execution by the processor;

a housing to be held by a player; and

a change-state detector related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein a display control program causes said display to display a game space based on the game space data;

a simulation program provides simulation based on an output of said change-state detector such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;

said change-state detector detects, as said at least one change amount and change direction, at least one of an amount and a direction of an impact applied to said housing, and

said simulation program simulates the game space in a manner related to the at least one of an amount and a direction of an impact applied to said housing such that the game space is put into a tilted state.

26. (Amended) A game system according to claim 23, wherein:

said change-state detector detects both of said amount and direction of a change applied to said housing, and

said simulation program simulates the game space in a manner related to the both of an amount and a direction of an impact applied to said housing such that the game space is put into a tilted state.

27. (Amended) A game system according to claim 23, wherein:

said housing is a housing of said game apparatus, and

said game apparatus is a portable game apparatus having said display provided integrally on one main surface of said housing.

30. (Amended) A game system according to claim 23, wherein:

said game program memory includes a character data storage section to display a moving character movable on the game space, and

said game program memory includes a character control program to read out a moving character stored in said character data storage section and enables control related to at least one of a change amount and a change direction applied to said housing based on an output of said change-state detector such that a display state of the moving character changes.

31. (Amended) A game system according to claim 23, wherein:

said game program memory further includes a non-player character data storage section to display a non-player character to make a first action on the game space according to a predetermined program irrespectively of an operation by the player, and

said simulation program provides control such that the non-player character makes a first action previously determined by a program when any of change states in amount and direction is not detected by said change-state detector and such that the non-player character makes, in addition to the first action, a second action related to at least one of an amount and a direction of a change based on an

output of said change-state detector when the at least one of change states in amount and direction is detected by said change-state detector.

32. (Amended) A game system according to claim 23, wherein:

said game program memory includes a character data storage section to display a moving character movable on the game space,

the game space data includes data to display a particular area defined such that, when the moving character moves on the game space, the moving character is different in action from that in another area,

said simulation program controls a display state of the moving character related to the at least one of an amount and a direction of a change applied to said housing based on an output of said change-state detector, and display-controlling, when the moving character moves on the game space, the moving character being different in action from that in another area.

33. (Amended) A game system according to claim 23, wherein:

the game space data includes space data to display a greater game space than a display area to be displayed by said display,

the display control program includes data to display on said display image data of a part of the game space existing in a range of the display area of the game space, and

said simulation program simulates a state of only the game space existing in the display area based on the at least one of an amount and a direction of a change in an output of change-state detector.

34. (Amended) A game system according to claim 23, wherein:

said change-state detector detects as a change amount a moving amount of said housing and as a change direction a moving direction,

the game space data includes space data to display a game space greater than a display area of said display, and

the display control program displays on said display a space area of a part of a game space corresponding to the display area, and gradually moving the display area of the game space in the moving direction by an area corresponding to the moving amount according to a movement of said housing.

35. (Amended) A game system according to claim 23, wherein:

said game apparatus has an operator to be operated by a player on one main surface of said housing, and

said simulation program changes a state of the game space based on a detection output to said change-state detector and an operating state of said operator.